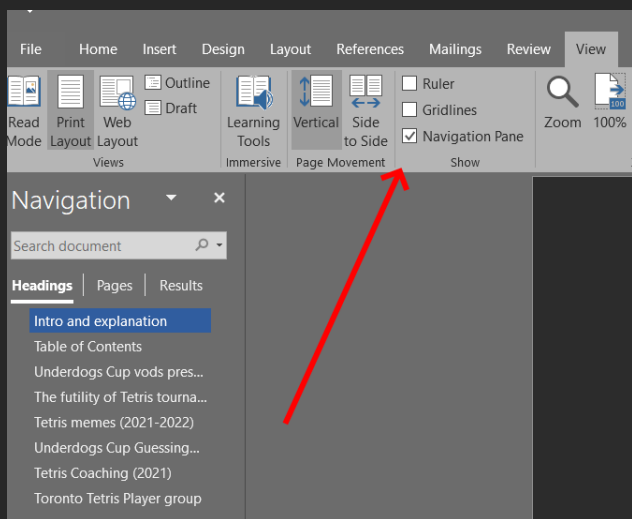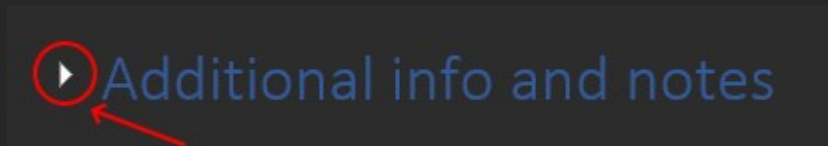# Intro and explanation

Writing of document began on September 25, 2022

This is a document containing lore of me (Itchylol742) and my significant interactions with the Tetris community, somewhat organized by year. I have also included Tetris related things which I think are noteworthy, even if they're not related to me.
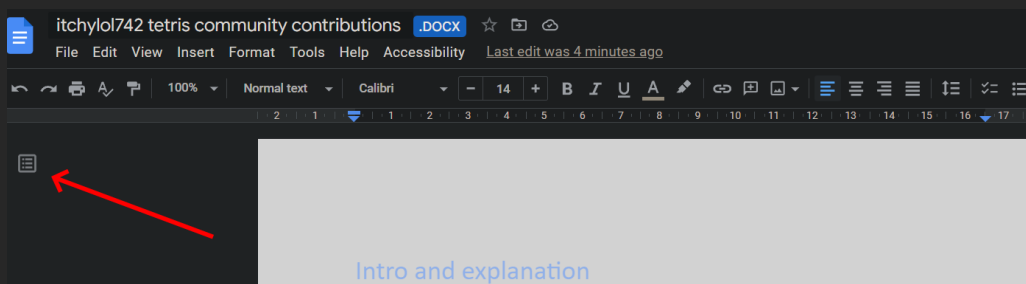
If you're viewing on Microsoft Word, open the navigation panel to see table of contents
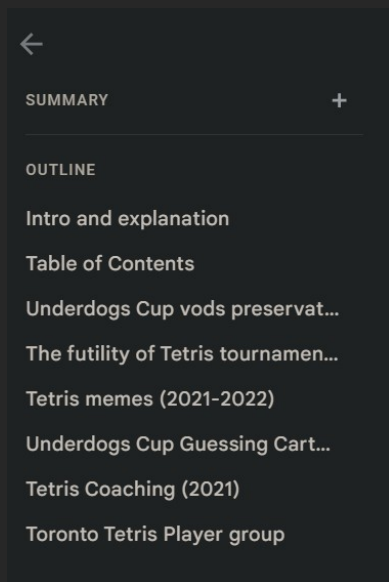

Also click the arrows to expand each section in Word.

If you're viewing on Google Docs click the button to open table of contents

Then it will look like this

Additional info and notes

I'm making this as a Microsoft Word document because I believe the .docx file format will survive longer than any of the websites that currently have recorded my interactions, such as YouTube, Twitter, Twitch, or Reddit. Websites are temporary, but .docx files are forever. Even if Microsoft goes bankrupt and Microsoft Word stops being maintained, there's already so many .docx files in existence, some computer nerds will find ways to make .docx files readable again without the use of Microsoft Word.

I am doing this purely for narcissistic purposes, and to be the most remembered Tetris player in 30 years. Not for being the best or for being a community leader, but because I was the most well documented.

This document has self-contained images and videos which are heavily compressed so the file isn't too big.

Itchylol742 lore and origin story

My username comes from when I created an account for Spore in 2008, as an account was required to access online features. When I was choosing my username, my back was itchy, so I just set that as my username. I added lol because it's cool, and I added random numbers because that's also cool.

I started playing Tetris in 2014 when I saw some classmates playing Tetris Battle in the computer lab. I joined in and was just as bad as them.
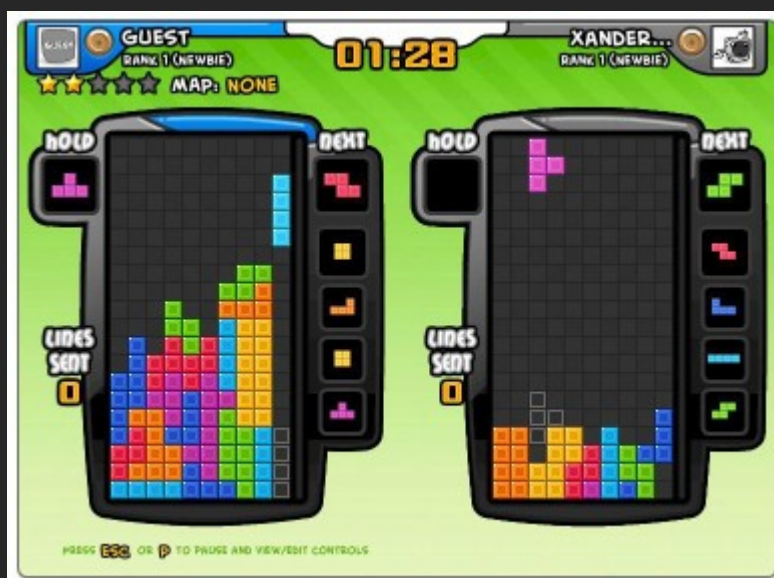
I played casually over the next few years, mostly on Nullpomino because it worked offline, and I could play against bots. I only played about 5 minutes a day.

In 2019 when Tetris 99 was released I started taking Tetris more seriously, and actually get good at the game. I learned how to do T spins and other skills like downstacking.

Longevity was one of the reasons I chose to get good at Tetris. Other games come and go, but Tetris is eternal. When I get old I want to be good enough in at least one game to show the youngsters my skills. My other game that I've put a lot of time into is Team Fortress 2, which I have played since 2011 and is my favourite game of all time (Sorry Tetris fans).

Tetris Primetime (2020)

Tetris Primetime was a special gamemode in mobile Tetris which ran for several months in 2020. There was a daily pool of $5000 USD which would be split amongst players who played in Primetime. I won't bother with details but players who were better had a higher chance to win money, and more money, but even bad players still had a small chance to make a few dollars. The highest prize was $500 USD for one of the top 3 players (chosen

randomly) and the second highest prize was $100 USD for 10 of the top 100 players (chosen randomly).

The gameplay itself was just single player Tetris, with some gravity changes and small amounts of garbage being sent to players. There was no pvp and you couldn't send garbage to other people. Many people played on emulators and used physical keyboards which was unfair. Eventually it was shut down without an official reason. Most people assume it wasn't successful in bringing in new players. Here is someone else's video of Primetime I stole from YouTube, double click to watch (Microsoft Word only, doesn't work in Google Docs):

Tetris Primetime_h265.mp4

If you can't watch it here's some pictures.
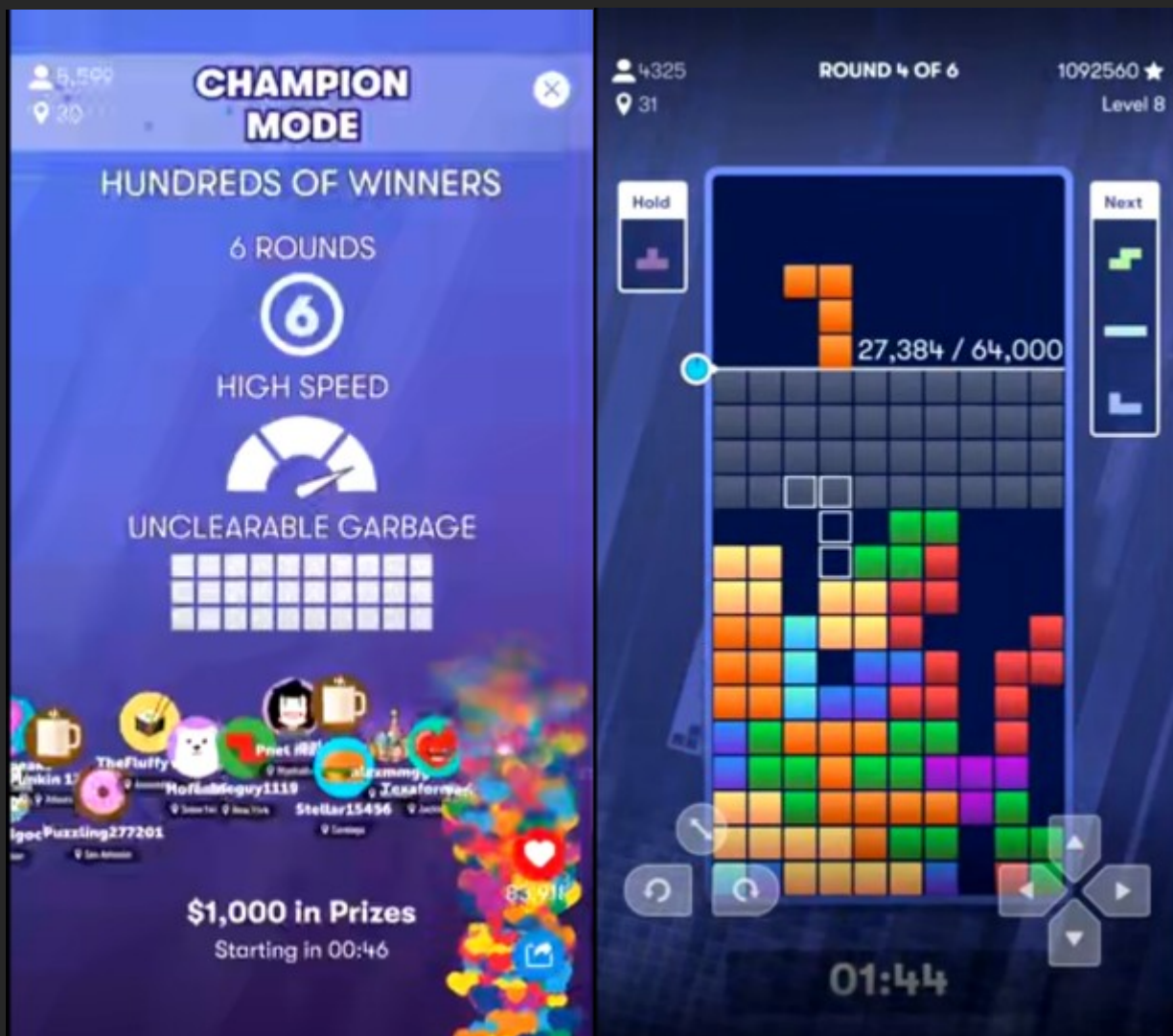
Underdogs Cup vods preservation (2020-2022)

The Underdogs Cup tournaments were a series of rank capped tournaments hosted on Tetr.io, which the most popular Tetris game of the time despite being an unofficial game. Tetr.io was well liked for its ranked 1v1 matchmaking and for its good graphics and audio. It was an online only game and could not be played in single player. Even though it has single player modes such as 40 line sprint, you still had to have internet to play it.

I uploaded the UC (Underdogs Cup) vods to my YouTube channel, with permission from Caboozled_Pie, the tournament organizer. As far as I know, nobody else (not even Caboozled_Pie himself) made any effort to preserve the Twitch vods, which are automatically deleted after 30-ish days. Without my generous effort of downloading and reuploading these vods, they would have been lost forever. I did this out of the kindness of my heart, and any increase in my YouTube channel's popularity is merely a side effect. Here's a screenshot of UC15:
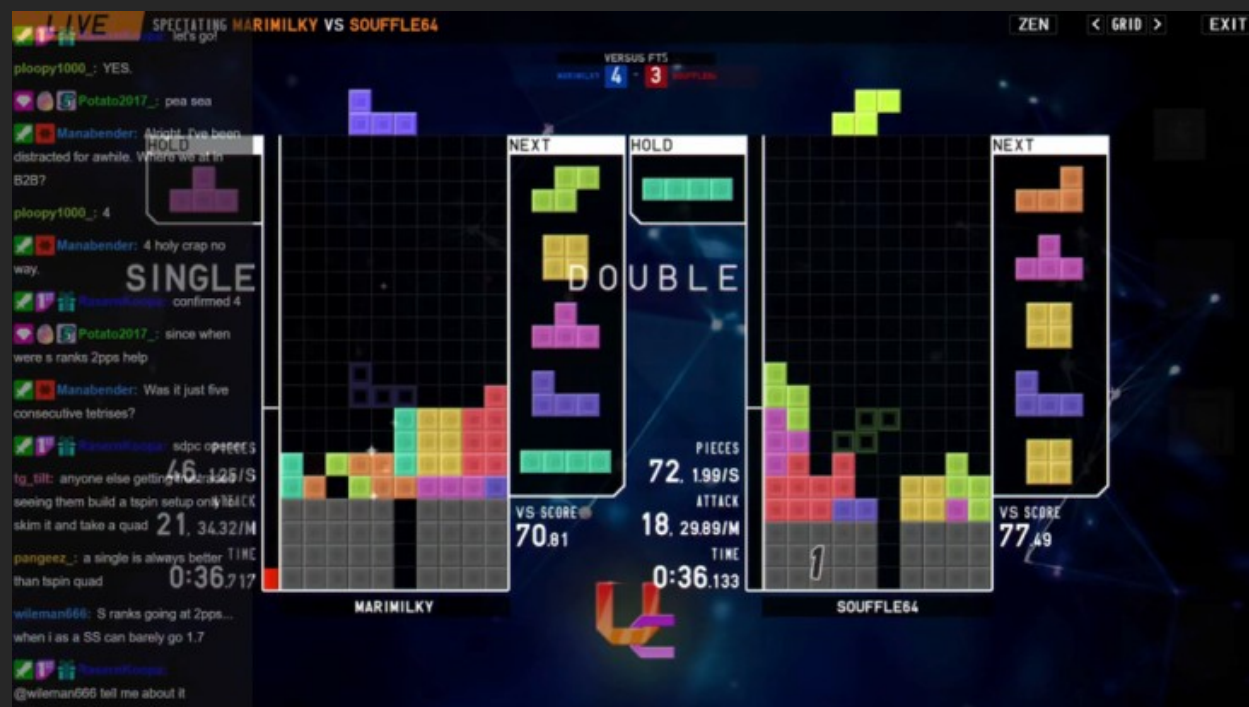
Also, I downloaded and overlaid the Twitch chat onto the vods as well :) Enjoy the Twitch chat from the past.

YouTube Playlist: https://www.youtube.com/playlist?list=PLW7qGzYuxyxpmfS7EUm-5Ot4UT6K6ldqr

Archive.org link (480p 30fps) in case my YouTube account gets deleted or some other disaster happens:

https://archive.org/details/tetrio-underdogs-cups-with-twitch-chat-480p-30fps

The futility of Tetris tournaments, and a self-sustaining community Twitlonger (2021)

On December 19 2021, I wrote a Twitlonger (long document on Twitter) about the Tetris community and tournaments. I said that the skill gap made it pointless for anyone except a very small group of elite players to enter tournaments, and most matchups would result in a curbstomp. I also said the game itself is somewhat boring and repetitive, and that most people who are in the community only stay because of the community rather than the game itself. I made comparisons to the Team Fortress 2 community which I am a member of. Here is the full text:

The futility of Tetris tournaments, and a self sustaining community

Note: This document mostly discusses Tetr.io, but the same can be applied to other modern Tetris games such as Puyo Puyo Tetris, Jstris, World Wide Combos, Tetris effect, etc.

Part 1: The futility of Tetris tournaments

Although luck exists in Tetris, it is almost entirely skill based. In a long set, such as a first to 15 between two players, the more skilled player will almost always win. In addition, the skill disparity is massive, as demonstrated by Tetr.io. A mid U rank will be crushed by a mid X rank, and a mid SS rank will be crushed by a mid U rank. Players can only meaningfully 1v1 other players within a very narrow skill range. If two Tetr.io players wanted to play against each other but had a skill difference more than half a rank, it would be a curbstomp. There are certain ways to mitigate this such as speed caps and other handicaps for the better player, but those are external methods not built into the game itself.

The skill disparity comes from the extremely large skill ceiling of Tetris games. Although a high skill ceiling is good for replayability and longevity, it makes it nearly impossible for players of different skill levels to play against each other without a curbstomp happening. Nowhere is this more apparent than the standard Tetr.io tournament format, where players compete in 1v1s against each other.

In a standard Tetris versus tournament, around 95% of competitors have a 0% chance to win. That is to say, anyone outside the top 20 best players in the world will be completely annihilated. I have witnessed this cruel reality first hand when I saw Doremy obliterate a 10apm player in a Tetr.io tournament. It was a truly depressing scene and made me consider quitting Tetris.

In terms of matchmaking, tournaments are absolutely horrible. Most players will spend their short time curbstomping people far below them, before being curbstomped by someone far superior to them. Fair matchups are rare early in a tournament, and are

generally only found at the end.

Why do people enter tournaments then? Obviously not to win, but rather for the community involvement aspect. It's fun to engage in the community in a fun event and get hyped up. It's fun to have a scheduled time to look forward to and a large number of players to chat with, even if most rounds are curbstomps. It's fun for spectators to be hyped up about the close matches. It's fun to cheer on your favourite players, and get immersed in the same excitement that everyone else is radiating.

I don't think tournaments should cease to exist entirely, but I do think they should address these problems. Some have already done so, such as Underdogs Cup and other rank capped tournaments. Curbstomps still occur but they are less frequent. It is a compromise and not perfect, but still a massive improvement over having the same 5 pros crush everyone in every tournament.

To sidetrack a bit, I enjoy the Hard Drop super lobby very much, for two reasons: First, it's easier to organize for players and the host, Blink. Just show up on time and play. You can join late or leave early if you want. The second reason is that anyone can win, but skill still gives people an advantage. Instead of having a 0% chance to win in a tournament, a U rank might have a 0.1% chance to win a Hard Drop super lobby. Although it's not much, I think it's important that people should always have a non-zero chance to win even if they're bad, while still giving good players a higher chance (but not a guarantee) of winning.

Part 2: A self sustaining community

The Tetris community is mostly self sustaining, while getting very little sustenance from the game itself. What I mean is the biggest motivation to watch Tetris streams or play in tournaments is because of the community aspect and not because of interest in the game itself (This is a big assumption, I don't know people's motivations so I have to guess). That isn't a bad thing, in fact it's good. But a community shouldn't just be sustained by itself, but also by the thing it's built around: Tetris. I believe Tetris is a repetitive game, which isn't that good for engaging the community in the long term, or for long term spectators.

As someone who is extensively into both Tetris and Team Fortress 2, I can definitely say that Team Fortress 2 has way more varied and interesting content. One measure of how engaging a game itself is, is the YouTube to Twitch content ratio. Since Twitch puts more of an emphasis on the streamer, while YouTube puts more of an emphasis on the content itself, it is a way of estimating reasons for engaging with content. Tetris community content is mostly Twitch streams with some YouTube content, while TF2 content is mostly YouTube with some Twitch streamers. I have no way to accurately calculate this content ratio or prove the belief that Twitch focuses on personalities while YouTube focuses on content, it's based off my personal experiences and general feel for the community and games, so you'll have to take my word for it.

Tetris has infinite replayability, but that does not translate into infinite watchability for spectators. TF2 has 9 classes, hundreds of weapons, custom mods and gamemodes, custom maps, and dynamic and interesting interaction between teammates and enemy teams. Meanwhile, Tetris is a 1v1 game with the same rules every time. Send garbage to win, don't top out. There can be variations such as speed cap, tuning limit, Zone ability (from Tetris Effect), but it is very limited and options are exhausted quickly. How

many times can you watch someone do a tspin before getting bored?

That brings us to the conclusion. This document was brought on by a sudden feeling of despair at the memory of that noob being curbstomped by Doremy, and me questioning what the point of entering a tournament is when you have a 0% chance to win. What is the purpose of this document? I don't know. Make your own conclusion.

The responses were about 70% negative, 20% mixed, and 10% in support. Here are some responses and retweets:

@syperionn
lol no shit 95% of players have 0% chance of winning
cz won't seriously lose to a s rank
isn't this obvious? that people won't win an open tournament if they're not a very top player?

@GenDragFan
As always itchy is baiting people with intentionally ridiculous
        takes.

@lb10537
i want doremy to ratio this or for orz to publicly address the fact that this guy doesnt understand how a double elimination tournament works
shittiest fucking take ive seen in a while go back to farming on r/tetris

@skyfire_tetris
hi im hardstuck c- but I literally got 2nd place in tetris 99 I think it's bullshit that cz beats me by doing absolutely nothing plz let me win I literally got 2nd place in tetris 99 thanks

@Aurora_kr_
tournament organizers and the people who watch tournaments do not owe lower skilled players a chance of winning simply because they are lower skilled
nobody would rather see B rank players play at 0.4pps 20apm when they could watch cz vs diao or something

@caboozledpie

I think there are some valid points that are made (ie. repetitiveness, curbstomping), but overall most of this is just not right lol
if you genuinely enter tournaments purely to try to win you're going in with a mentality that would totally yield the same result in any game lol

@Dalicious__
I think youre looking at tournaments in a completely different way compared to others. One reason why people join tournaments is because people practice their skillset for a period of time and then want to test themselves in a tournament environment, not just playing tl 24/7

@119Mars
You talk about this like winning is the only fun in tetris. Getting "curbstomped" by firestorm in one of my first tournaments was one of the most fun, memorable, and eye-opening tourney sets I've ever played. It was truly inspiring to see what the top looks like first-hand.

@MewtwoReturns
You just described why I have always supported Tetris 99's artificial limiters/skill ceilings and why I have always supported every attempt Nintendo made to go against the competitive Smash community's ruleset. Non-zero chances are important for those NEAR the top but not at it.

@Floppy55227226
you make it sound pros crushing noobs in tournaments is only a tetris thing, what about osu, any fps shooter, chess, shogi, math tournaments, writing tournaments, sports tournaments, dance tournaments, racing (game/irl). In every tourment noobs wont have any chance of winning.

Tetris memes (2021-2022)

I posted some memes to r/tetris. Here they are in no particular order as well as a link: https://old.reddit.com/r/Tetris/search?q=author%3Aitchylol742&restrict_sr=on&sort=relevance&t=all

When you try really hard to find a tspin but can't

Reject T spins

Return to 9-0 stacking

Misdropped PC in Tetris

Misdropped PC in real life

real shit?

i sleep

I couldnt do perfect clears in Tetris even with multiple attempts so I asked Radicalcup to do one and misdrop on purpose so i can screenshot. Thanks rad
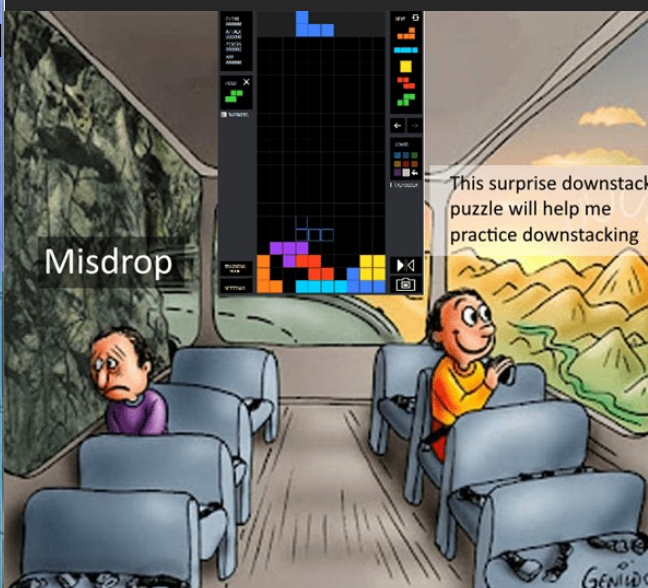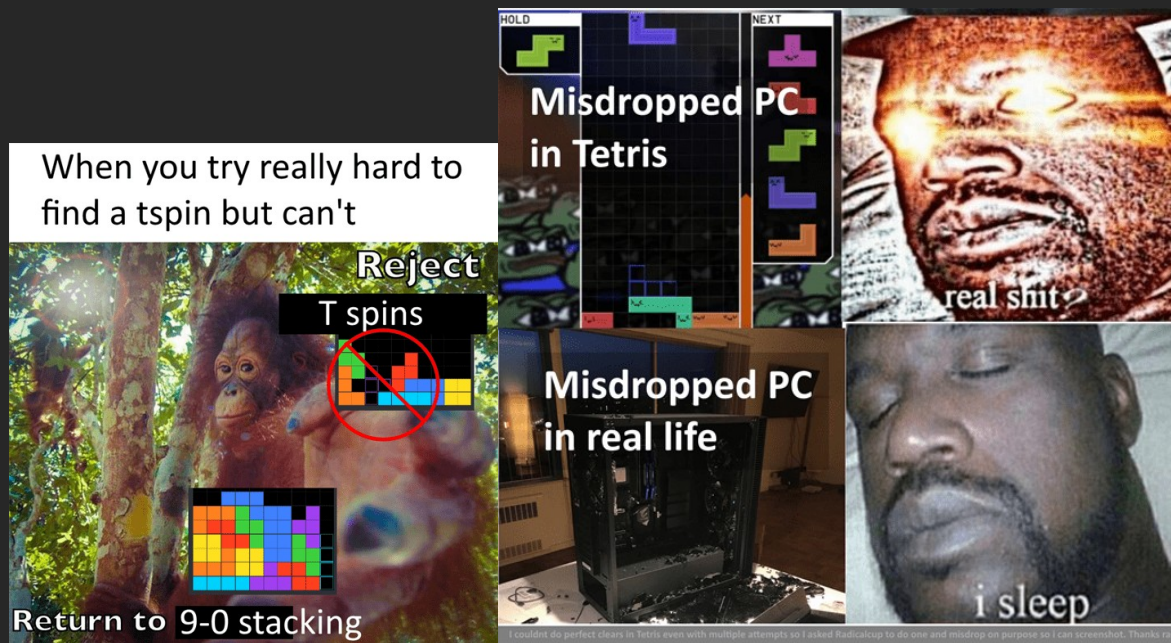
Also, backstory behind the Misdropped PC meme: I thought of the meme and tried to do a PC for 3 minutes in Four-Tris with the undo move ability, but failed. I had to ask Radicalcup (who was streaming) to do a PC and misdrop the last piece on purpose so I could screenshot it for the meme. Thanks Rad

When your opponent sends you a 14 spike but the garbage hole spawns under your well
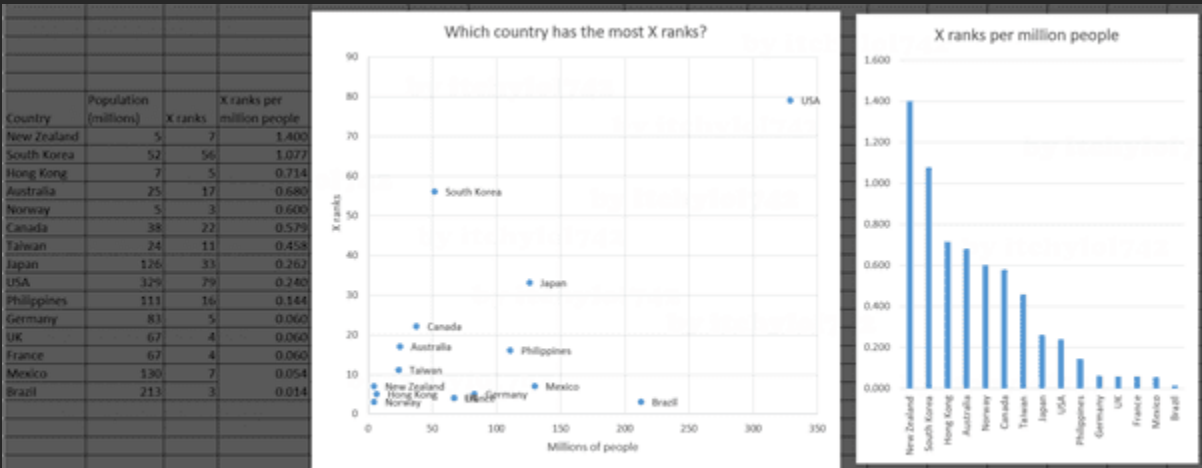
Call the ambulance!

But not for me!

Tetris tournaments

Bad players who enter despite knowing they'll get crushed

Which country has the most X ranks?

X ranks per million people

| Country	Population (millions)	X ranks	X ranks per million people
New Zealand	5	7	1.400
South Korea	52	56	1.077
Hong Kong	7	5	0.714
Australia	25	17	0.680
Norway	5	3	0.600
Canada	38	22	0.579
Taiwan	24	11	0.458
Japan	126	33	0.262
USA	329	79	0.240
Philippines	111	16	0.144
Germany	83	5	0.060
UK	67	4	0.060
France	67	4	0.060
Mexico	130	7	0.054
Brazil	213	3	0.014

Disclaimer: Some data inaccuracy due to inactive players, and people who change their country without actually being in the country.
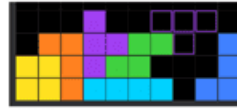
Modern multiplayer Tetris is almost as non-interactive as classic multiplayer Tetris. Both players are just sending garbage and downstacking while ignoring their opponent. Screenwatching gives little benefit and most players, including competitive players, focus on their board 95-100% of the time.
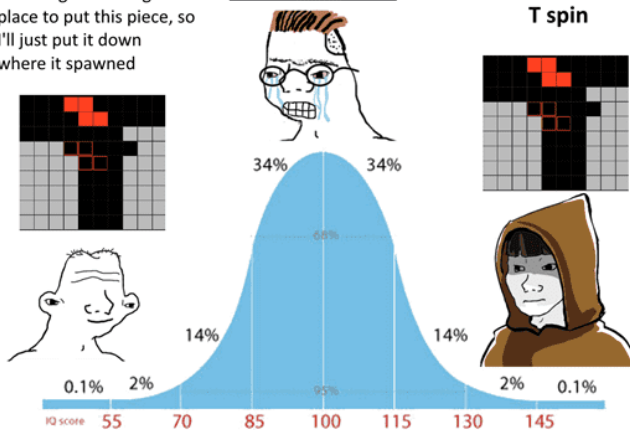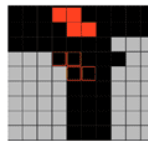
Haha t spins go brrrrr

Even though there's no good places to put it, I can put it on the left and slide a piece later to fix it
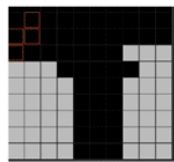
I can't figure out a good place to put this piece, so I'll just put it down where it spawned

T spin

34%   34%

14%   14%

0.1%   2%   2%   0.1%

IQ score 55   70   85   100   115   130   145
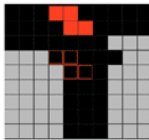
Dear Tetris players

You criticize players for infinite downstacking, yet you send them an endless amount of garbage which they can only deal with by downstacking endlessly.

This message was brought to you by the Infinite Downstackers Association

The blocks are here because they look cool

Tetris skills tier list for modern Tetris

From the perspective of itchylol742 the infinite downstacker. Also, openers are super powerful at low ranks, but you don't want to play against low ranks forever, do you?

Very important Learn these	**S**	Downstacking	Clean upstacking
	A	Combo	Preserving important pieces (when relevant, not all the time)
	B	Tspins (basic)	Skimming (when relevant, not all the time) Spiking
Optional, nice to have	**C**	Tspins (advanced)	Maintaining back to back Knowing when to greed, and when to defend
	D	Screenwatching and timing Loops (such as LST)	Basic twists and tucks (fixes when you have good pieces but in a bad order)
Waste of time Never learn unless you're doing it solely for fun	**E**	Perfect clears (midgame) Playing at high gravity	Twists and tspins specific to 180 rotation
	F	All openers	Fin and polymer tspins (super advanced tspins) Advanced twists and tucks (fixes when you have good pieces but in a bad order)

You're at the top of the board and have a useless piece

You can safely put the useless piece on the side to get rid of it
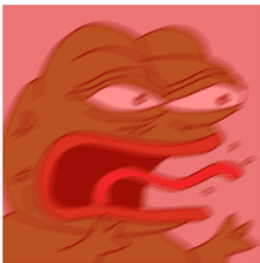
You die from putting a piece on the side

The Virgin minimal graphics vs the Chad Ultra graphics

Is emotionally dulled and cannot experience positive or negative emotions

Disengaged from the game and is barely paying attention

Experiences euphoria when seeing the spike shockwave, and dread when hearing incoming garbage

Is 100% focused on the game, 100% of the time

MINIMAL

Is scared of particle effects because they make it hard to see

Minimal graphics is boring for spectators

Will sacrifice all graphics just to have a slightly higher chance of winning

ULTRA

Is blinded by particles whenever literally anything happens, but plays well anyway

Superior gameplay and ultra graphics combine for a supreme spectator experience

Not strong enough to handle screenshake

150
100
200
200
200
200

Uses screenshake to become immersed in the chaotic carnage of battle

Knows that ultra graphics put him at a competitive disadvantage, still uses ultra graphics

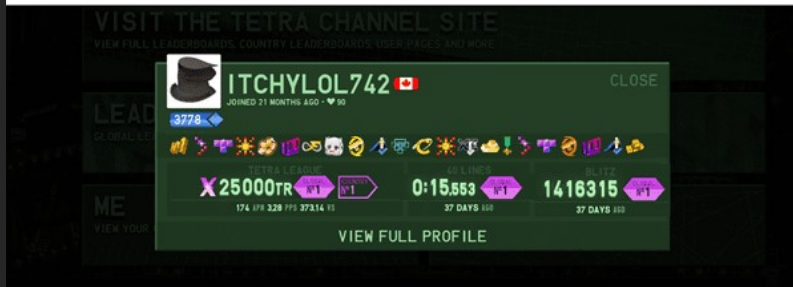Turned off audio because he's afraid of loud noises

Appreciates Tetr.io's excellent music and sound effects

What it looks like

TETRA LEAGUE FT7

ITCHYLOL742 ◆ FIRESTORM

KO'D FIRESTORM

What it feels like

VISIT THE TETRA CHANNEL SITE
VIEW FULL LEADERBOARDS, COUNTRY LEADERBOARDS, USER PAGES AND MORE

ITCHYLOL742 🇨🇦   CLOSE
JOINED 21 MONTHS AGO • ❤ 90

3778 ◆

TETRA LEAGUE   40 LINES   BLITZ
X 25000TR #1 #1   0:15.553 #1   1416315 #1
174 APP 3.28 PPS 373.14 VS   37 DAYS AGO   37 DAYS AGO

VIEW FULL PROFILE

HOW TO AVOID
Negative Mentality in Tetris

INSTEAD OF SAYING...	SAY...
❌ I misdropped	✅ I made a complicated t spin setup
❌ I'm skimming too much/being inefficient	✅ I'm sending lots of cheese
❌ My opponent is using an opener to rush me down	✅ My opponent is giving me clean garbage to attack with
❌ I'm dead	✅ If my opponent misdrops 3 pieces in a row I can survive
❌ I have lots of cheese on my board	✅ My opponent will soon have lots of cheese on their board
❌ I missed a kill on my opponent	✅ I intentionally extended the game to wear out my opponent and cause them to lose eventually due to mental exhaustion

Reasons to play Tetris

lawful good	neutral good	chaotic good
To get good at the game and coach new players	The community is welcoming	Fun

lawful neutral	true neutral	chaotic neutral
Satisfaction from improving	It's the first game I played and I'm too lazy to find another game	Addiction

lawful evil	neutral evil	chaotic evil
Computer is too weak to handle anything else	To temporarily escape from a miserable real life	To get good at the game and bully noobs

Noobs who never get tilted

I sent 3 lines to my opponent in 40 seconds before I died to gravity. That was fun, I look forward to improving.
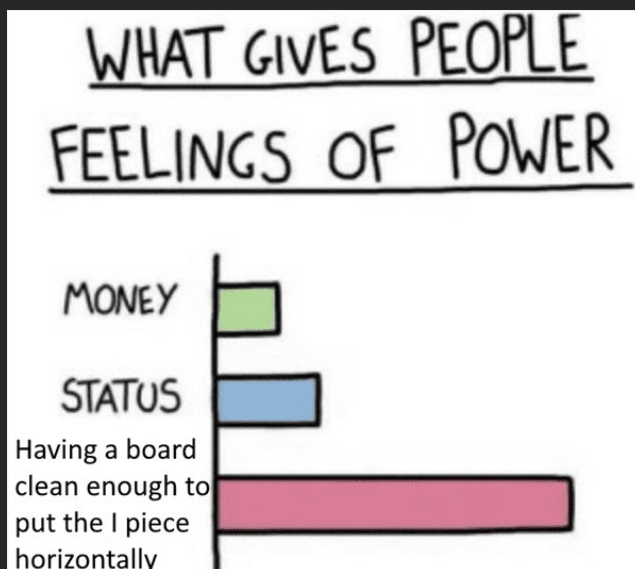
Pros who get tilted

Wtf I only had 100 APM that game, I'm playing so bad

Why do Tetris players say they're bad?

lawful good	neutral good	chaotic good
Don't want to be arrogant	Want to let skills speak for themselves	Inconsistent, can't always be good

lawful neutral	true neutral	chaotic neutral
Afraid of being curbstomped by actual pros	Actually bad	Has been curbstomped by actual pros

lawful evil	neutral evil	chaotic evil
Dunning-Kruger effect	Terrible mental, is cursed by anxiety, fear, and self doubt	To make their opponents feel bad for losing to a noob

How to have fun in Tetris

How to get good at Tetris

Tetris players

WHAT GIVES PEOPLE FEELINGS OF POWER

MONEY

STATUS

Having a board clean enough to put the I piece horizontally

When your opponent hasn't sent garbage in a while so you look over and see them making a 4 wide

(chuckles) I'm in danger.

Perfect clears in blitz

Perfect clears in versus

I am the most efficient method by a large margin and anyone who uses an alternate playstyles stands no chance

My opponent sent 1 line of garbage, help I can't do anything

Classic Tetris

Modern Tetris

I just learned T spins, this game is fun!

Maybe I'll enter a tournament to put my new skills to use

Infinite downstackers

I'll try to set up my own attacks, it might be fun

23 SPIKE

X

GLOBAL #5

ATTACK 162/M

NEVER AGAIN.

23 SPIKE

ATTACK 162/M

NEVER AGAIN.

Sprint players whenever:
- The starting bag isn't perfect
- They make a misdrop that can be easily fixed
- They have to spend more than 0.5 seconds thinking about where to put a piece
- The stack looks kinda ugly
- They feel like it

Reset

The Tetris Company's game development department

The Tetris Company's legal department

Wasting T piece

Not wasting T piece

Wasting T piece since you have infinite T pieces, you just have to play faster to get to them

Whenever someone mentions cheese in real life

Normal people   Tetris players

Infinite downstackers using a 10 combo downstack to survive a 25 spike

Infinite downstackers trying to figure out how to send a single line of garbage when their opponent is at the top of the board

Quitting Tetr.io by not playing it anymore

Quitting Tetr.io by deleting your account

Quitting Tetr.io by posting your account login publicly so you get banned for account sharing

New players after seeing someone do a single t spin

I've seen enough. I'm satisfied.

When you curbstomp someone in tetra league

When you get curbstomped in tetra league

When you learn how to T-spin

"I don't want to play with you anymore"

Pros after telling new players to improve by playing more

What can I say except you're-welcome?

When you send your opponent clean garbage but they send cheese back

This has been the worst trade deal in the history of trade deals, maybe ever

What are the Mario Bros views on How to get good at Tetris **?**

Mario says: Don't cover garbage holes or create dependencies, view replays to analyze mistakes, and watch better players and see how they play

luigi says: Play more

When you set up a T spin but don't have a T piece

This is where I'd put my T piece

If I Had one

Tetris pros after entering a 300 person tournament and only winning 2nd place
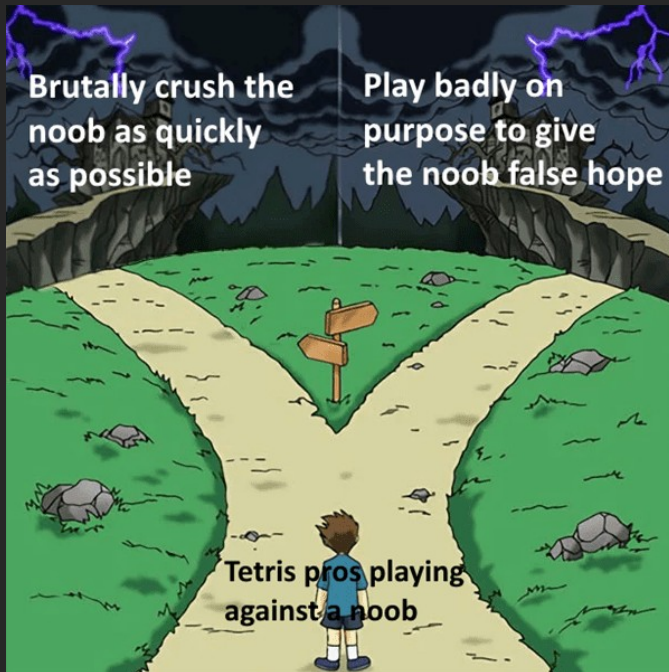
I have to become stronger!
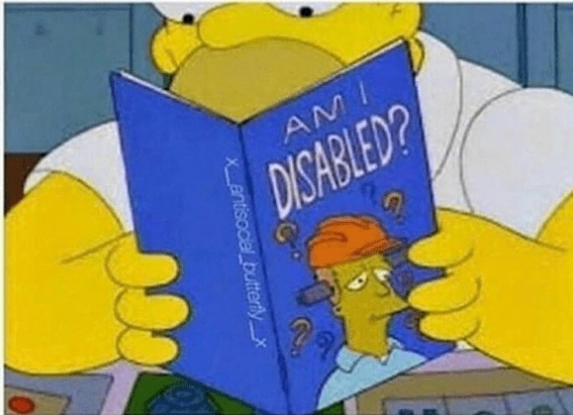
I'm still far too weak!

Brutally crush the noob as quickly as possible

Play badly on purpose to give the noob false hope

Tetris pros playing against a noob

When you set up a T-spin but forget to spin the T piece

AM I DISABLED?

When you plan 6 moves ahead, but you misdrop the first piece which causes you to misdrop the next 5 pieces as well

When you can't figure out what opener to do

OL' RELIABLE

9-0 stacking

Who wants to be good at Tetris

Who wants to put in the effort to practice and get good

Underdogs Cup Guessing Cartel (2021-2022)

I attempted to use insider information and collusion to cheat in Underdogs Cup guessing, which was an element of Underdogs Cup where spectators on Twitch could make bets on the outcome of the match. Here is the entire story I wrote about it:

Underdogs Cup 11 guessing: How I gamed the system with insider trading, game theory, and fraudulent guesses

By Itchylol742

Event occurred on October 31, 2021. Initial version of this story was written on November 1, 2021.

In Underdogs Cup 11, like previous UCs, there was a guessing system where spectators could type commands in chat to guess certain outcomes, such as highest one round APM, longest round,

number of spikes, etc. The vast majority of players simply make an educated guess based on the rank of the players competing, in this case, S+. At the beginning of UC11, I did just that, and it worked decently well. However, I became greedier, and I desired victory at any cost.

I realized more clever guessers could look at player profiles to see their rank, APM, PPS, and VS score. Perhaps those guessers would even look at their Tetra League record to see how consistent or inconsistent they are.

But I went beyond.

I harnessed the full power of insider trading and leveraged knowledge no one else had, except perhaps my rival, FiresBZ, who was also doing very well in guessing. I watched individual Tetra League replays to collect in depth info about playstyle, misdrop rate, burst speed, preferred openers, tspin vision, etc. For example, in a guessing question about how many perfect clears would be performed in total, I would watch both players' Tetra League replays and quickly watch the first 5 seconds of multiple rounds and see how often they perfect cleared. This allowed me to make a highly accurate prediction compared to the vast majority of guessers. Through direct replay analysis, I was able to collect vast amounts of information.

In order to do this, I had to open both players' profiles, navigate to their Tetra League replays, then open one replay from each player, and watch a bit of each replay. We had 1 minute to guess, so I had to execute all these actions rapidly. It was a frantic effort, but well worth it.

Although I didn't get every question right, I soon sped past other guessers, right to the rank of number one guesser, although my most powerful rival, FiresBZ, wasn't far behind.

Eventually, Fires was able to overtake me. I continued to guess using the information from insider trading, but was unable to overtake him. However, luck would soon smile upon me.

An anonymous informant informed me of what Fires was doing: He was copying my guess every time. Since he was ahead of me and I was in second, this ensured I would never surpass him

regardless of whether I guessed wrong or right. However, there was one trick the informant told me about. At the start of the stream, it was announced that the guessing bot commands could be entered on Caboozled's channel or Manabender's channel, and both would synchronize to the same bot (Manabender programmed and operates the bot). The informant suggested I guess in Manabender's channel as he wasn't streaming at the time, and his chat was far less noticeable. I thanked the informant for the information, and devised my plan.

Not only would I guess in Manabender's chat, I would also make a fake guess in Cab's chat first before overriding it with a guess in Manabender's chat. I purposely chose bad but believable guesses in Cab's chat to get Fires to copy me, then I secretly changed my guess to a good guess in Manabender's chat. It took a few rounds as luck was involved, but I was able to use fraudulent guesses to deceive Fires into guessing badly, while pulling ahead personally with real guesses.

Although this was a powerful strategy, I was still fearful of Fires discovering my strategy. I had witnessed him sending a few commands in Manabender's chat, which meant he was aware of Manabender's chat's existence. I attempted to distract Fires by sending lots of unrelated commands in Manabender's chat such as !leaders, !score, and !question. This would push my !guess command further up the chat and decrease the chance that Fires would see it and learn about my plan.

After I took the lead from Fires, I used his strategy: I copied all of his guesses so it was impossible for him to pull ahead. The third place guesser was far behind, and not a threat at all. All was well for a while, but eventually I slipped up. I accidentally guessed differently from Fires and lost the guess, while he won the guess. The stream had been going for several hours by then, and I had likely made a mistake from fatigue. He was ahead again.

I once again was behind, and had to resort to the strategy of using fraudulent guesses on Cab's channel to trick Fires into guessing badly, before overwriting my guess on Manabender's channel. But it wasn't working. Eventually, I gave up and went to bed, as it was 1:30 AM for me and I had work tomorrow.

3 minutes later, I got up and went back to my computer to resume watching Cab's stream and guess more. I had gone too far to give up now.

The next few matches were gruelling for me, even as a spectator. It was past midnight, and not only did this affect me, but the players as well. The stream had been going over nine hours at this point. The players were exhausted and playing defensively, leading to more downstacking and longer matches. But I persisted.

In the grand finals, I was still slightly behind and needed to win one guess while Fires lost to pull ahead. I once again employed my strategy of fraudulent guesses. But for some reason, Fires changed his guess a few times. I changed mine a few times too before settling on a guess different from his, as guessing the same as him would guarantee that I could never catch up.

Then I saw it. In Manabender's chat, Fires had been making secret guesses. At this moment, both Cab's chat and Manabender's chat exploded into chaos as Fires and I guessed rapidly across both chats. I tried to make my guess different, while he tried to copy my guess. I estimate together, we guessed a total of 40 times across both chats. It was a state of chaos and confusion.

The guessing was not closed when the match started, so the guesses continued, and I had to inform a staff member that guesses should have been closed. Fires and I changed guesses a few more times, but eventually I was able to make my guess different, while vigilantly watching both chats to ensure he didn't copy me again. The staff member sent the command, and guessing was closed.

However, I suddenly found out that Fires had been successful at copying my guess, and I didn't notice. Now, no matter what happened, he would be ahead of me at the end of this match. The only way I could win is if there was a bracket reset, and if I guessed differently from Fires and won.

I anxiously watched the grand finals, hoping for a bracket reset. At the final moment, I was devastated. There was no bracket reset. I had lost.

Despite losing after 10 hours of guessing, I had genuine respect for my opponent Fires. I congratulated him in chat, and left to go to sleep, as it was 2 am for me.

And thus ends the tale of insider trading, game theory, and fraudulent guesses. One day, I will have the predictions badge. I have seen how foolish and uninformed my rival guessers are (aside from Fires). I will rightfully claim what is mine.

Underdogs Cup 12 guessing: Now featuring collusion, misinformation campaigns, and fear, uncertainty, and doubt, as well as your old favourites.

Event occurred on December 12, 2021. Initial version of this story was written on December 13, 2021.

In underdogs Cup 12, I employed the same method as UC11, viewing profiles and Tetra League replays. This time, guessers could whisper to Manabotter (the guessing bot) to guess secretly, which would prevent guess copying, making it impossible for worse guessers to steal my glory.

It began just as it did in Underdogs Cup 11. I used insider information and was able to get ahead, although some luck was involved. This time, my method was more refined. For example, now I had ways to accurately guess how many back to back x3s would be achieved, how many tspins would be done, and how many spikes there would be, whereas in UC11 I didn't have this detailed information. Although the method of gaining information is the same, I simply made it more efficient. You see, whenever a spike, tspin, or back to back is achieved, the text always pops up next to the board in the same place. By putting each replay on x10 speed and focusing my eyes on the area where the text pops up, I was able to zoom through the replays while counting how many spikes, tspins, and back to backs were achieved in each round of the Tetra League replay. This would give me valuable information on the strengths and weaknesses of each player and allow me to guess with high accuracy on almost every question.

This time, my rival was Kenkitzzz. They were the same rank as players and had played against many of them, knowing their playstyles. Throughout the entire tournament, they were either at the top or near the top, but I was determined to win.

Around a quarter of the way into the tournament, I saw something concerning. A fellow guesser, Snebr, said that one of the players did BT cannon which was relevant to the guess at the time. I knew there was only one solution. I whispered them, and asked that they not reveal insider information on the players. They agreed, and even agreed to help spread fake information about each player's playstyle to throw off other guessers who were attempting to use insider information.

Later, I did the same with Cmdingo. He had talked about watching Tetra League replays in the chat, so I whispered him and he agreed not to share how to get insider information.

About halfway through the tournament, 3 other people and I were all tied for second place. One of them suggested that we collude to all pick the same answer since if we all tied for first, all of us would get the badge. It had been confirmed previously e UC staff and Tetr.io staff that in the event of a tie, multiple people would get the badge. All four of us discussed it for a bit before deciding

that we would re-discuss this at the end of the tournament if we were still tied, since there was still so much time left in the tournament.

Then, a stroke of luck happened. An agent of pure chaos, Eggfriedrenge, was put up as a commentator. He used his powerful platform to spread misinformation about each player's playstyle. For example, he said two players were stickspinners, then confessed to lying 5 seconds later, then questioned whether his confession was also a lie. This sent many guessers into a frenzied panic as they didn't know what to guess. However, this chaos helped me as I used my insider information to determine that both players did not know stickspin, and I guessed the question correctly.

The agent of chaos, Eggfriedrenge, would not stop his chaotic propaganda though. Later on, he told everyone that players were allowed to purposely throw or play in nonstandard ways to rig the outcome of the guess. Once again, many other guessers were sent into a state of crippling terror, and were consumed by fear, uncertainty, and doubt. They were no longer playing a fair game, and the answers could be manipulated on a whim by either of the players. However, I stayed calm and collected, and guessed as usual. This is because I have watched almost every Underdogs Cup, and I knew that no player in Underdogs Cup has ever thrown or purposely played in nonstandard ways just to manipulate a guess. Although I had no proof UC12 would be the same, I was very confident. Because of this, I made a correct guess while many others panicked* and guessed under the assumption that a player would manipulate the answer.

* There were no confirmed cases of panic guesses, but it's reasonable to assume at least some people panic guessed and were too embarrassed to admit it

In addition, I ignored the Caboozled Curse, which was an urban legend spanning across many Underdogs Cups that Caboozled's guess was always wrong. By doing this, I was able to secure another correct guess while other guessers were scared away from the correct guess by the Curse.

Late into the tournament, I was significantly behind, so much so that I was no longer on the leaderboard and was around 3500 points, or 3.5 guesses behind. But I continued to persevere and guess the best I could.

You see, I am a real life investor, and that taught me a few valuable lessons. Don't be emotional, and always do your research before investing. These lessons proved extremely powerful in Underdogs Cup guessing. With my competitive advantage, I was able to claw my way back from 3500 points behind. But then, disaster struck.

I guessed correctly, but it didn't count. Panicking, I asked Manabender to check the logs. He informed me that my guess was late, and didn't count. Later, I realized the reason. I had been alt-tabbing during the time between rounds and wasn't paying as much attention, and so I let my iron grip over the guessing game slip.

My investing discipline kicked in, and I remembered that the past cannot be changed. I continued to guess as best as I could. I guessed multiple in a row correctly after my late guess, but I was still behind.

Then came the final showdown. I was behind enough that to win, there would need to be a bracket reset in the grand finals for one more guess, I would need to guess right both times, and everyone ahead of me would need to guess wrong both times. I made my first guess, and so did my competitors. We all watched in excitement and anticipation as the battle proceeded. There was a bracket reset, and I guessed correctly while my opponents did not. Again, we guessed. I guessed correctly again. But to my despair, so had my opponents, and I was only in third place. Kenkitzzz, my long-time rival, was second, and Cmdingo was first.

The worst part? I was still close enough that if I hadn't guessed late, I would have won. It was a razor thin margin. To add insult to injury, every guess I made after the late guess was correct. I had played perfectly after my mistake, but it wasn't enough to catch up. I let out my rage in the chat, but there was no sympathy for

me. And thus concludes the tale of treachery, chaos, confusion, and despair in Underdogs Cup 12.

I am still determined to win the guessing badge. I have improved my strategy, and convinced my fellow insider traders to not reveal their secrets to the public. The public is too lazy and uninformed to stand any chance against me.

I will have my revenge.

Interlude: The endgame of UC guessing, Collusion and Cartels

During UC12, one of the other top guessers suggested we collude since if multiple people are tied for first, they will all get the badge. Multiple badges had been confirmed as a possibility by Underdogs Cup staff members and Tetr.io staff members. Although it was a good idea, it would require everyone to collude from the very start to the very end. At the time it seemed to be a pipe dream, but the more I thought, the more I realized it was possible. My plan for Underdogs Cup 13 is to invite good guessers to collude with me so we can all get the badge. The group would be called the Underdogs Cup Guessing Cartel. This is being written before UC13 has occurred, so I can only hope it goes well.

Because multiple people can get the badge, there is no incentive for any colluders to betray their fellow colluders, as working together is optimal for everyone. Even though people could deviate from the cartel to outperform or underperform it, outperforming and performing the same as the cartel has the same result, which is getting the badge, so there is no benefit to outperforming the cartel.

In the days leading up to UC13, only two of the previous guessers have responded to my invitation to collude, and they weren't going to guess in UC13. I am growing desperate, and will have to make a radical change. Tonight, February 25, 2022, two days before the tournament, I will invite the public to collude with me. I will promote my collusion scheme in Caboozled's Twitch chat using the promote something for 10000 points.

He refunded me and refused to promote the cartel. However, he also said he wouldn't stop me from posting the link in chat, so I did. I was able to recruit four members on that day.

Interlude part 2: Logistics Issues

In the past week, my home internet has been somewhat unreliable. On good days it wouldn't go out, but on bad days it would go out multiple times. I knew that disconnecting during the tournament would be disastrous, so I had to use my mobile data. However, I only had around 12GB remaining, which meant I had to ration it carefully. Using the Resource Monitor built into Windows 10, I watched a Tetr.io stream using my home internet and calculated the data that would be consumed per hour and entered it into an Excel spreadsheet, with a 20% buffer for other network traffic. This would tell me the highest quality I could watch UC13 on using mobile data without running out. I estimated the length of UC13 to be 10 hours based on previous Underdogs Cups. I would have to watch the tournament at 480p.

GB left		Resolution	Megabytes/second (-1 = untested)	Gigabytes/ hour	Hours	Hours with buffer -20%
12.17		160p	-1.00	-3.60	-3.38	-2.70
		360p	-1.00	-3.60	-3.38	-2.70
		480p	0.20	0.72	16.90	13.52
		720p	0.47	1.69	7.19	5.75
		1080p	0.80	2.88	4.23	3.38

Above: A detailed analysis of how much mobile data I could use during UC13.

Underdogs Cup 13: The cartel rises
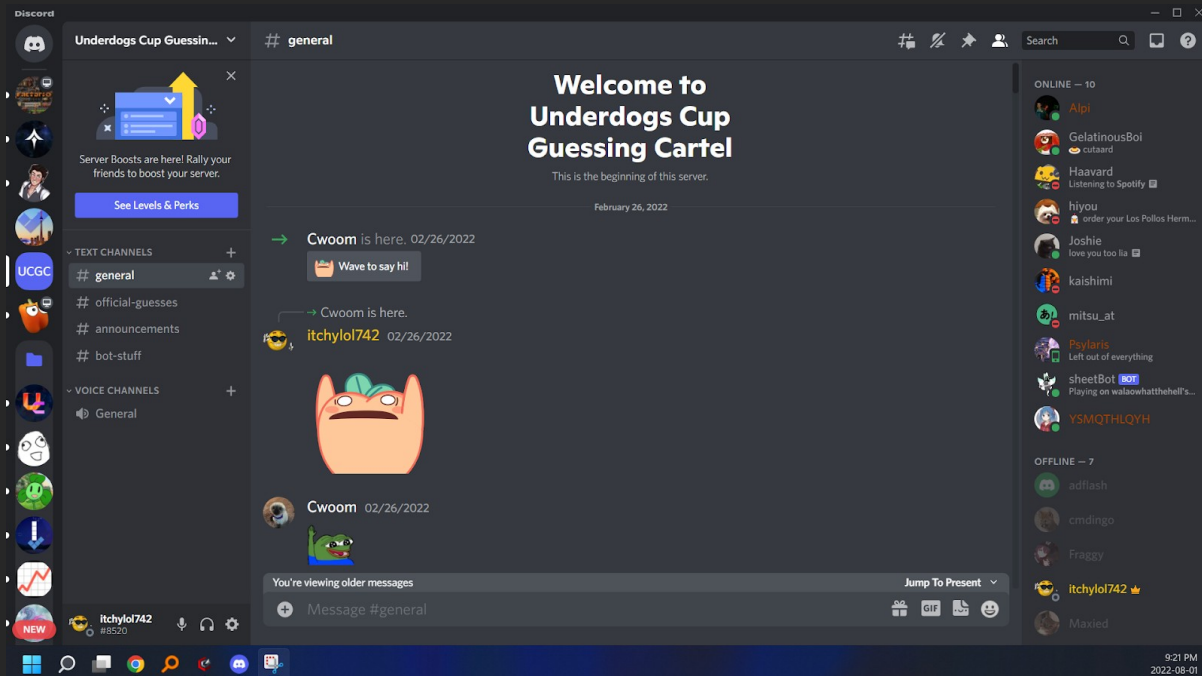
Above: The first messages ever sent in the Cartel.

In a brilliant move, I posted the link to the Cartel again right before the tournament and guessing started, allowing me to recruit about 17 more members. Many Cartel members also helped to promote it. The game has begun. Our first guess was successful, but our second and third wasn't. People were distraught, but continued to collude. We're in this for the long run.

Suddenly, my rival Kenkitzzz appeared in Cab's Twitch chat. I had invited him to join the cartel earlier but he said he wouldn't be available. Distraught, I dmed him on Twitch asking why. His class had been cancelled, and his score was already desynchronized from the cartel, making it impossible to join midway through.

This was a tough time for the cartel. We were 3400 points behind the current leader. I assured the cartel that we would be fearless. We ride together, we die together.
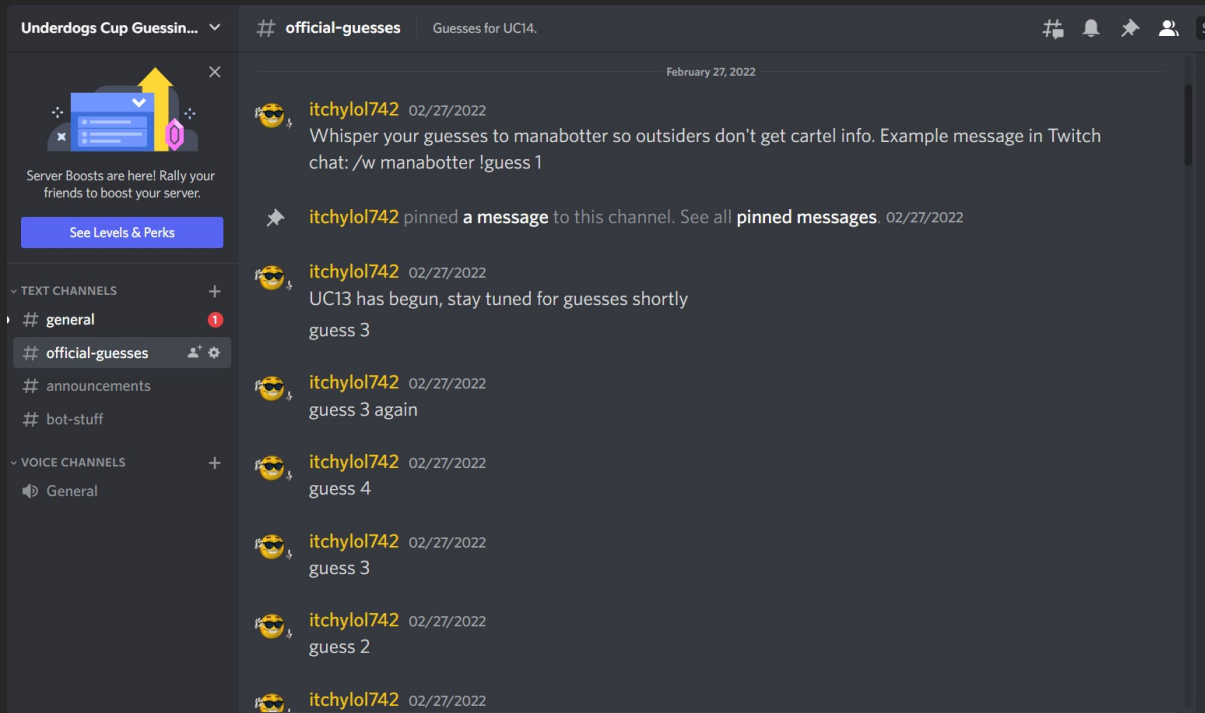
Above: As the supreme leader, I give orders to cartel members who ruthlessly obey without question*

*sometimes they question it but just pretend they don't for the sake of the narrative

As the tournament continued, we fell further behind. At the midway point the cartel had 4100 points, while the top guesser, ICanHasDorito had 10800. Even worse, one of our cartel members became desynchronized from the rest of the cartel. Who knows how many more were desynchronized but we never knew?

We fell further and further, with ICanHasDorito pulling even further ahead. As we fell, I did a bit of thinking on why we had fallen so far. One aspect was purely luck, as we were very close on several guesses. Another was botched research. For example, while guessing on the shortest round, I looked at Tetra League replays for each competitor and saw short rounds. I guessed short rounds for the question, but I didn't realize those short rounds were caused by an opener from the competitor's Tetra League opponent, not from the competitor themselves. In reality, both players were fairly defensive and had long rounds.

Another crippling blow was dealt to the cartel. A question had a shorter than usual guessing time and I spent too much time in the Cartel general chat weighing the options. There were only around

8 seconds between when I announced the guess to the Cartel, and when the guessing closed. A cartel member didn't guess in time.

Near the end of the tournament, two leading players, Tanarusasamiya and ICanHasDorito both had the same score and streak through pure luck, and they formed their own cartel. I panicked, but then realized it would be beneficial to me, as I would have to compete against less people. Playing against a rival cartel is better for me than playing against two individual high guessers.

Eventually, it got to a point where it was mathematically impossible for the cartel to win. Despite this, I kept guessing and informing the cartel to the very end. We lost.

I still feel good about the tournament. It was a fun journey, and we inspired a rival cartel to form, who were successful at giving 2 people a badge. This means my idea was good even though it failed, and there are 2 less people competing in the next UC guessing. Additionally, uiGalaxy, the 1st place winner of the actual tournament (not the guessing) was a Cartel member and we gave them moral support as they proceeded along the tournament. It was a hype moment when they won, and we all enjoyed our time watching the tournament. Only one cartel member, Psylaris, had been synchronized with the cartel from beginning to end. In the end it turned out pretty nice.
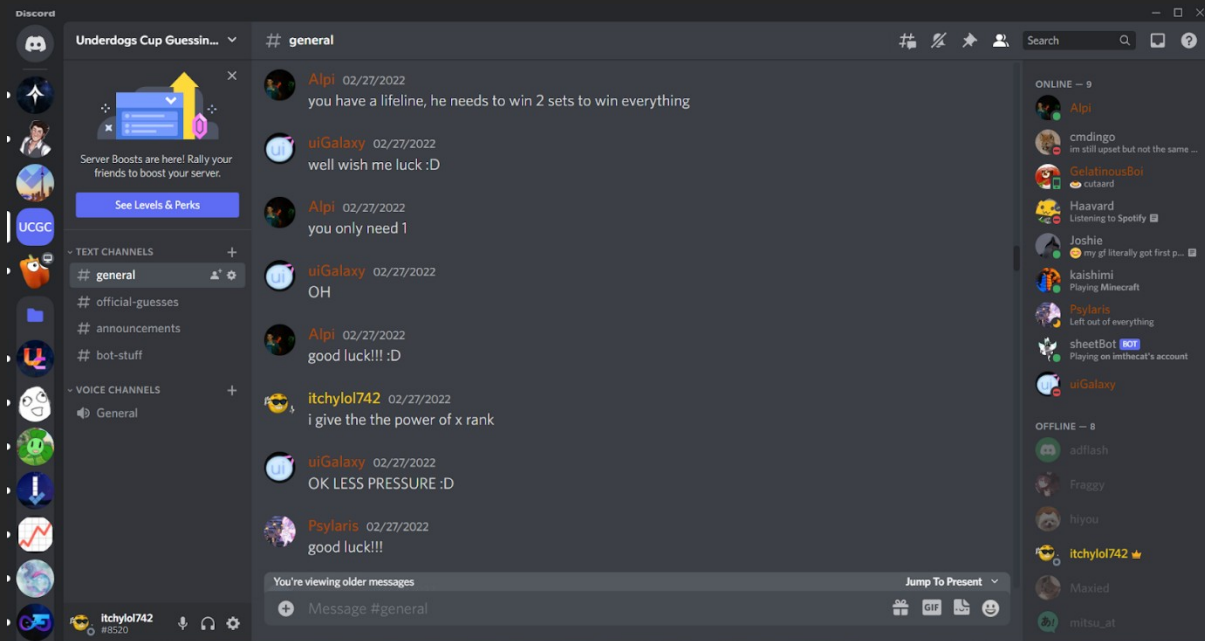
Above: The Cartel cheers on uiGalaxy as they prepare to face off in the finals of Underdogs Cup 13.

Underdogs Cup 14: Return of the Cartel

In UC14, the Cartel made its vengeful return. This time, I appointed YSMQTHLQYH who I knew had the knowledge of how to perform insider trading, and I appointed them as the Official Guesser. This time, they will guess for the cartel.

I also decided this time, there would be no discussion among Cartel members about the guess as it would take too long.

We were off to an awful start, as the appointed Official Guesser was late for the first guess. I immediately fired them from guessing and resumed my role as the guesser. I do not tolerate failure in the Cartel.
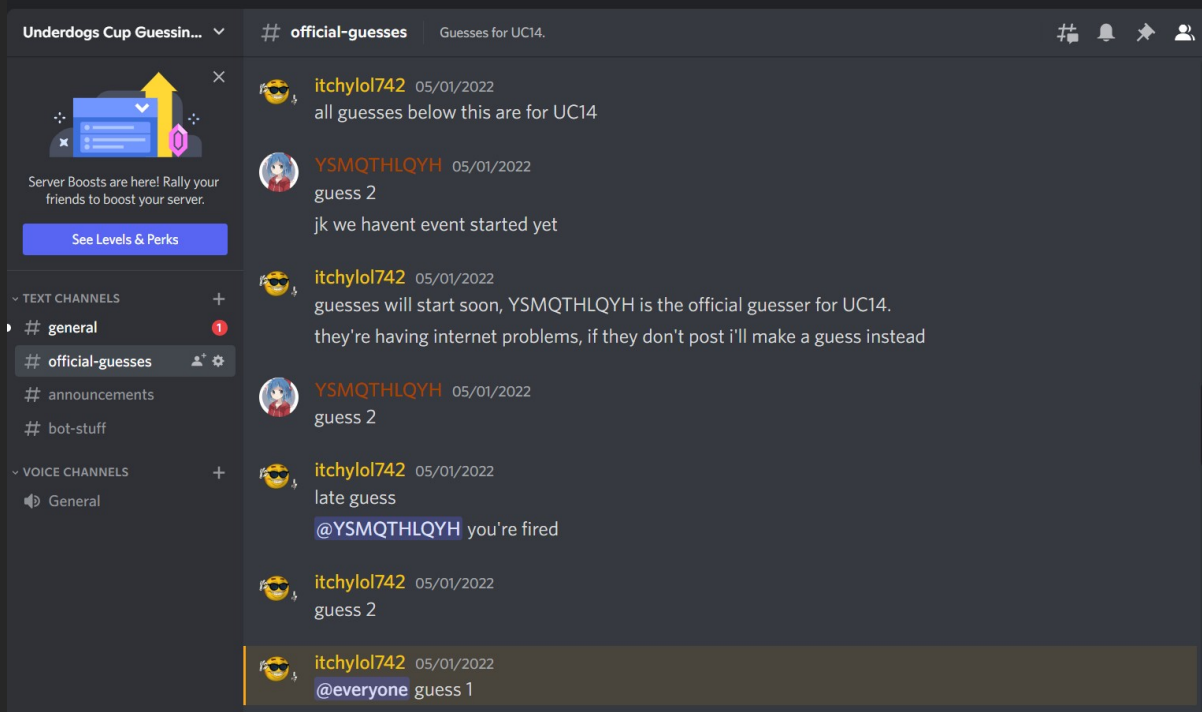
(above) The first Official Guesser is quickly fired after making a fatal mistake.

I would have guessed 2 on the first round, which turned out to be the correct guess. That meant that the cartel would have gotten the first 4 guesses correct.

We performed reasonably well, and even recruited a new member near the beginning as they were synced with us by accident. However, one member had outperformed the cartel and had an equal score but unequal streak, so I had to ban them.
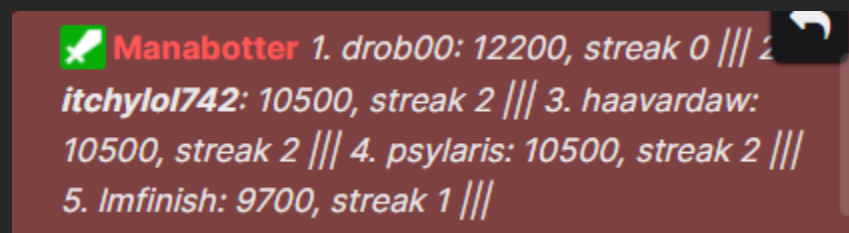
Both the cartel and the banned member lost the next guess, so we were equal once again and I let them back in. Because why not?

We continued our journey, this time with more success. Although we fell behind, near the end we were able to get back to 5th place on the scoreboard. Shockingly, a Cartel member, Psylaris, guessed in the public chat which revealed the Cartel's guess to the public, which was amplified by the treacherous commentator Eggfriedrenge. However, I then congratulated Psylaris for spreading false information when in reality their guess was true. By doing this, I caused fear, uncertainty, and doubt within the

minds of anyone looking to copy the Cartel's guesses without being a member. I don't know if it was successful, but it made me feel like I was playing 5D chess.

As we progressed, members dropped out due to fatigue or needing to do other things, as well as becoming desynced due to human error. But still we persisted.

Near the end, Drob00 had gotten far ahead enough that it was mathematically impossible for us to win. But we still guessed. In the very end, the Cartel was tied for second place. If we had guessed the first question, we would still be second place, but it would be closer.

Manabotter 1. drob00: 12200, streak 0 ||| 2. itchylol742: 10500, streak 2 ||| 3. haavardaw: 10500, streak 2 ||| 4. psylaris: 10500, streak 2 ||| 5. lmfinish: 9700, streak 1 |||

(Above) Final guessing score for Underdogs Cup 14. Only myself and 2 other cartel members stayed synchronized till the very end.

Despite losing, I am emboldened by the second place result. Our score would have been 11800 if the first guess had not been made late, which would put us only 400 points behind the winner. Our second place finish was still impressive and struck fear and awe into the hearts of many spectators*.

*fear and awe are unconfirmed, but just assume and go with it for the sake of the narrative
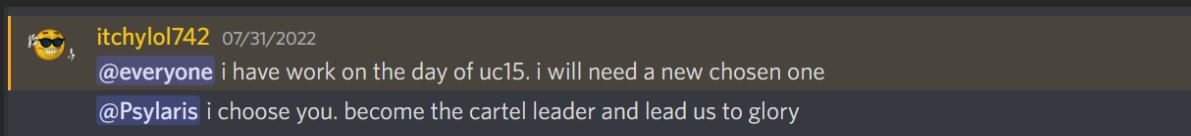
Although we placed well, I am seriously considering shutting down the Cartel. There are two main reasons. First is that the Cartel has a fairly open recruitment scheme, so if someone got ahead of the Cartel early, they could silently enter the server and copy the Cartel's guesses without anyone finding out. The second, equally devastating reason is how few people made it to the end with me. I estimate I had around 7 other people synced with me at the start, but there were only 2 at the end. Human error, forgetfulness, distractions, being pulled away by other responsibilities, and general fatigue wore down the Cartel. When

a Cartel member is desynced, it's almost impossible for them to resynchronize.

Until next time. Will the Cartel return? As of right now? Even I don't know.

UC15: Passing the torch

On July 30, 2022, I was devastated to learn UC15 would be held on August 7, which was a day I had to work on. Because I have nothing left to lose, I will find a new Chosen One (formerly known as Official Guesser). My Chosen One will be Psylaris if they accept. They were in the Cartel for two tournaments and were one of the two Cartel members who were synced until the very end of UC14.

itchylol742 07/31/2022
@everyone i have work on the day of uc15. i will need a new chosen one
@Psylaris i choose you. become the cartel leader and lead us to glory

Above: The Chosen One is chosen

Not only will I miss the start of the tournament, but the tournament host, Caboozled is going to Japan to study, which means he will be unable to host more UC tournaments in the foreseeable future. This is the last chance for the Cartel to win. Even if I don't make it, I can retire knowing the Cartel has succeeded even in my absence.

Unfortunately after a day, Psylaris said they would be busy commentating TAWS 50 (Tetris Amateurs Weeklies, another rank capped tournament which is held every week) on the day of UC15. A UC competitor, GelatinousBoi offered to be the Chosen One, and I agreed to give it to them if the second Cartel member who was synced at the end of UC14, Haavard, didn't want to be the Chosen One or couldn't.

Haavard wasn't available on the day, so I chose GelatinousBoi. Unfortunately, they would not be able to attend the full tournament which I estimated would be 10 hours long.

Out of options, I had no choice but to ask literally anyone in the server to be the Chosen One. But there were no replies.

And this was how the Cartel died. Not killed by tournament or Tetr.io moderators, but by lack of participation. In hindsight, in the previous UCs I always promoted my Cartel in Caboozled's chat before the tournament started, but I didn't do it this time. Perhaps a new member could have been the Chosen One. It doesn't matter now. The Cartel is dead. And despite cheating* in 4 previous UC guessing competitions, I still don't have a badge.

*nothing I did was against the rules of UC guessing, but let's just say I cheated to make the story spicier and more entertaining

My accomplishments during UC11 to UC14 guessing included getting second place twice, third place once (which would have been first if one of my guesses wasn't late) and founding and ruling over a powerful and ruthless Cartel. Because Caboozled is going to study in Japan and there will likely be no UCs in the foreseeable future, this means my ambitions have been put to a brutal end. (end of story)

Here is the recruitment document for the Underdogs Cup Guessing Cartel:

Join me in collusion, from Itchylol742

Underdogs Cup Guessing Cartel Discord server:

https://discord.gg/Ty5JJhNwGk

Greetings, Underdogs Cup spectator and guesser. I have vital information.

If multiple people are tied for first place, they will ALL get the guessing badge.

This creates the opportunity for mass collusion. Theoretically, if everyone guessed the same every time, we could all get the badge.

I have formed the Underdogs Cup Guessing Cartel. The most dedicated guessers (that's you!) will be invited to collude with me, Itchylol742, in an Underdogs Cup Guessing Cartel. I was 2nd place guesser in UC11 and 3rd in UC12. In addition, I missed first place in UC12 because one of my guesses was late. In both those UCs, there were around 25-40 guessers total, which is proof that I can consistently outguess the average. I performed significantly worse in UC13, but that was due to the unexpected difficulties of running the cartel for the first time. I have gained experience and will be better in UC14.

The operation is simple: I will use my secret technique to guess more accurately than regular guessers, and relay my guesses to my fellow colluders. I will not reveal my secret technique, only the guesses I chose, as I don't want others to learn of my secrets.

There is no incentive for a colluder to stray from the cartel

If a colluder stays with the cartel, they are guaranteed to perform the same as everyone else, and get the badge

(assuming the cartel outperforms regular guessers). If a colluder strays from the cartel, they might outperform the cartel, but they might also underperform relative to the cartel. Outperforming the cartel and performing the same as the cartel has the exact same result, which is acquisition of the Underdogs Cup guessing badge. Anyone who strays from the cartel would take on additional risk with no additional reward.

There is no incentive for the leader (me) to give false information to the colluders

As the leader, I have extra power and influence, and some colluders may be concerned I will abuse it to give false information to my fellow colluders. However, there is no incentive for me to do that. If I give false information, it will become obvious after 1 round, as colluders can simply check their score and compare it to mine. If it differs, it means I have betrayed them and they will immediately know. This is bad for them because they will fall behind in the short term, but this is also bad for me as the people I have betrayed are now in competition with me.

If I betrayed my colluders, I would no longer be guaranteed a badge as there are now multiple former colluders who are guessing independently. Betraying my fellow colluders would actually decrease my chance of getting the badge. As mentioned previously, it doesn't matter whether I'm the only person in first place, or whether I tie for first place with multiple other people, as I will get the badge anyway. Therefore there is no incentive for me to betray my colluders.

The time is now. We, the elite of the Underdogs Cup guessing world, can rise and take our rightful place above random guessers. If we all work together, we can all get the badge.
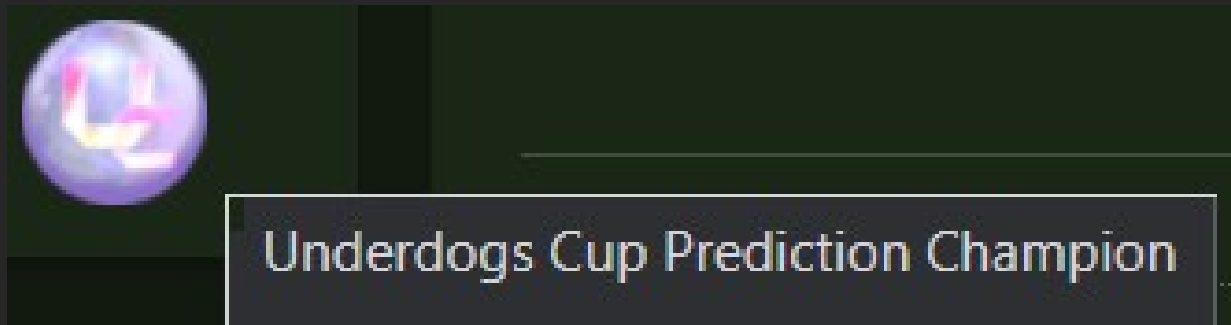
Tetris Coaching (2021)

I coached some people in Tetr.io by reviewing their replays and doing zero gravity 1v1s where I would play slow and let them have time to think. My most common advice was to not cover the garbage hole and not create dependencies. I believe these 2 pieces of advice are the best as they can be spotted during gameplay, and have a huge impact. I also told players to not bother learning openers because they're not that useful (at high ranks, which is what players aspire to be)
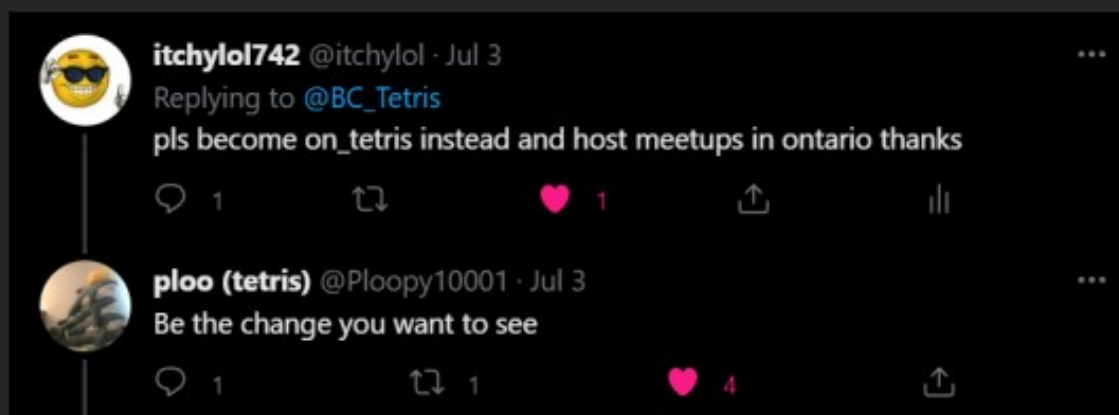
I have the coaching videos but will not share them because I don't want to, and because they didn't give me permission to :p Here's a screenshot of the vods in my Google Drive though

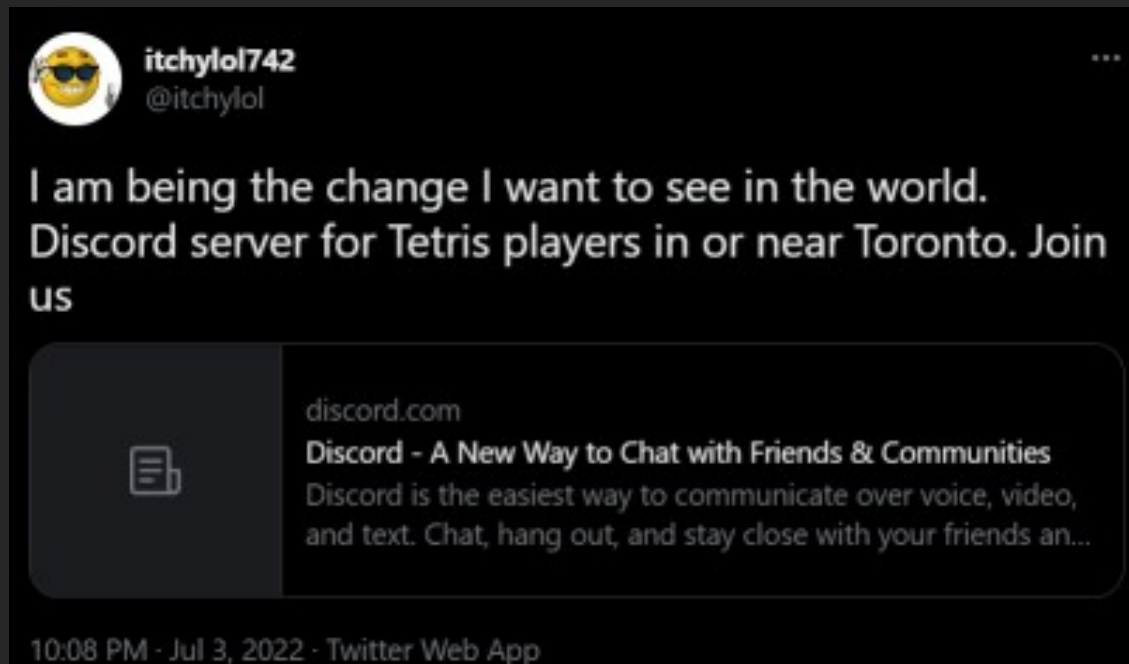| Name ↓	Owner	Last modified	File size
Radicalcup Coaching H265 Nov 10 2021 480p.mp4	me	16:57	230.5 MB
r4nched coaching oct 27 2021.mp4	me	28 Oct 2021	170.3 MB
may 18 2021 Zendingo Coaching h265.mp4	me	18 May 2021	170.1 MB
may 2 2021 Ohcoledaddy coaching.mp4	me	5 May 2021	270.9 MB
jul 13 2021 coaching kaitbxlle h265.mp4	me	13 Jul 2021	197 MB
coaching ninjasia sept 7 2021.mp4	me	7 Sept 2021	201.4 MB
coaching cash money dollars may 26 2021.mp4	me	26 May 2021	256.2 MB
Apr 30 2021 Chromeilion Coaching 480p lowqual_h265....	me	16:47	163.8 MB

Toronto Tetris Player group (2022)

I created the Toronto Tetris Players group on Discord after replying to a tweet from @BC_Tetris, a group of Tetris players in
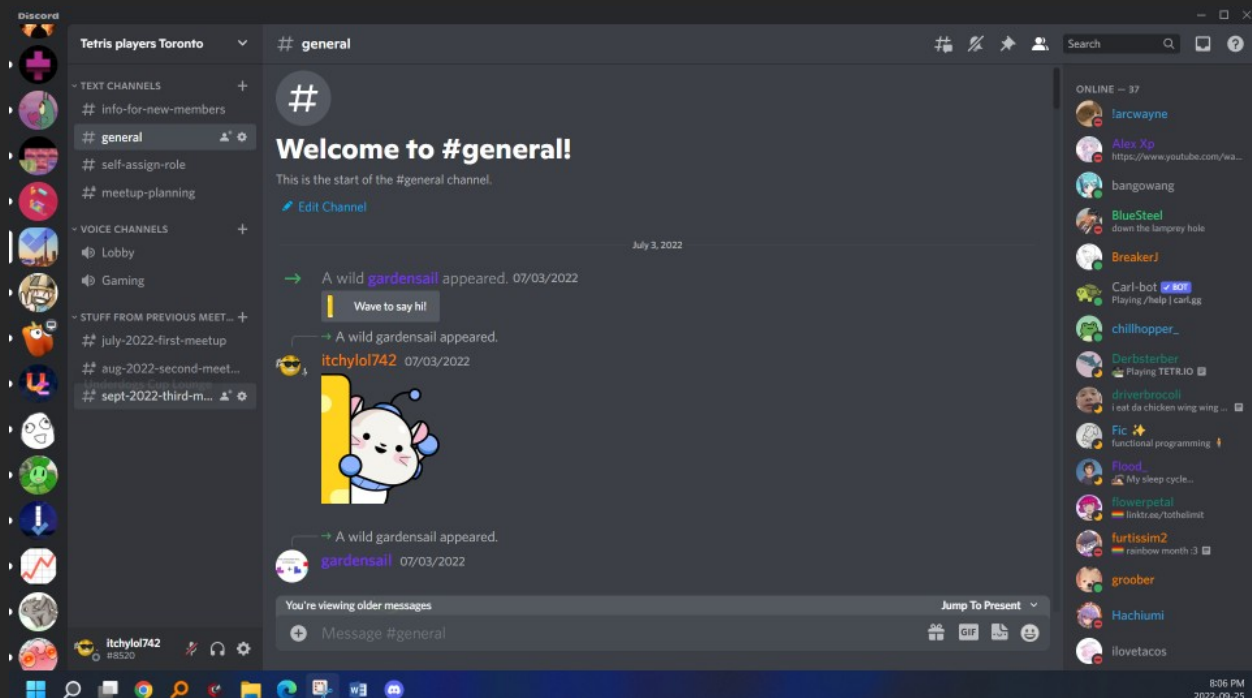
British Columbia.

BC_Tetris
@BC_Tetris

Thanks to the ten people who came out to our meetup!
We hope you had lots of fun!

Our next meetup is Tuesday, June 28th, 4:00PM, at
KPU's Richmond campus, in room 2170! Note that this
is NOT UBC, our usual meetup location. See you there!

1:39 AM · Jun 22, 2022 · Twitter for iPhone

itchylol742 @itchylol · Jul 3
Replying to @BC_Tetris
pls become on_tetris instead and host meetups in ontario thanks

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ploo (tetris) @Ploopy10001 · Jul 3
Be the change you want to see

♡ 1   ⟲ 1   ♥ 4   ⬆

Later that day

The server begins

I planned the first meetup after asking people when they would be available to meet. Future meetups were planned by various members of the group. I bribed people by letting the meetup

planners set the location of the meetup close to where they live. Here are the tweets I made about each meetup.

First meetup tweet

itchylol742
@itchylol

There were 11 people at the first Toronto Tetris player meetup where we touched grass and stacked blocks. We also one upped @BC_Tetris by having 1 more person which is the most important part!

No next meetup has been planned (yet). Join us discord.gg/ypaDGGJERN

8:42 PM · Jul 14, 2022 · Twitter Web App

Second meetup tweet

itchylol742
@itchylol

Thanks to everyone who attended the 2nd Toronto Tetris player meetup for bowling and a restaurant meal after! We preemptively one-upped @BC_Tetris with our massive 14 people.

Join our Discord server for info about future meetups (hopefully there's more)! discord.gg/ypaDGGJERN

11:20 PM · Aug 16, 2022 · Twitter Web App

Third meetup tweet

Fourth meetup Tweet

itchylol742
@itchylol

Thanks to the 14 people who attended the 4th Toronto Tetris meetup! We ate at the Salad King before going to the Nuit Blanche art festival. No grass was touched but we still had a good time.

Pics below: Group pics, BreakerJ holds up a T piece so we don't get lost (we needed it)

3:45 PM · Oct 2, 2022 · Twitter Web App

Fifth meetup tweet

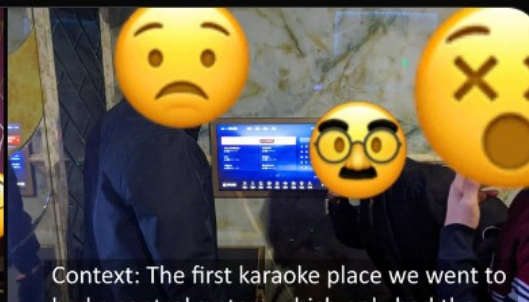**itchylol742** @itchylol · Oct 17 · · ·

Thanks to all 9 people (1 person left early) who attended the 5th Toronto Tetris meetup at a karaoke place! We ate dinner at a food court which wasn't interesting but I put a picture anyway. No public videos because face reveals.

Join for future meetups! discord.gg/ypaDGGJERN

Context: The first karaoke place we went to

i stole this picture from google maps

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